

LOADING INSTRUCTIONS

464: RUN"

664 & 6128: I (SHIFT@) TAPE RUN"

THE GAME

Magic Clock has been designed to be controlled almost entirely via a joystick, to avoid the confusion of a keyboard. The main rule to remember when using this program is to move the indicator hand to the option required and then press FIRE. A cursor key option is also available if you do not own a joystick. SPACE or RETURN acts as the FIRE button.

On loading the program you will be presented with a message asking you to set the time. This allows the clock to display the real time when the clock face is not in use. To move the clock hands simply move the indicator hand to the required symbol and press FIRE. The symbols are as follows (reading from left to right) :

Move hour hand clockwise

Move hour hand anti-clockwise

END - select this when you have set the clock hands

Move minute hand anti-clockwise

Move minute hand clockwise

After setting the real time you will be given the option screen. To turn the digital display on/off move the indicator hand to the lefthand symbol and press FIRE. To change the level setting take the indicator hand to the right hand symbol and press FIRE.

Level 1 - Hours only

Level 2 - Hours and half hours

Level 3 - Hours, half hours and quarter hours

Level 4 - All five minute divisions

Level 5 - All times

Select END when you have set your options.

GAME SELECTION

Pressing ESCAPE from this screen will return you to setting the real time and altering the options.

To select a game move the indicator hand to the required game and press FIRE.

At various times the computer will wait whilst you read what it has written. To override the delays press FIRE.

Please remember: to exit any game press ESCAPE.

SPEAKING CLOCK

Move the hands to a time, in the same way that you originally set the real time. Select END and the computer will tell you the time.

TELL THE TIME

The computer will spin the hands on the clock, when they stop you must say what time the clock is indicating. To avoid wrong spelling and the difficulty of the keyboard, the words needed are selected from the screen. Simply highlight the required word and press FIRE. When you have completed the time select END and you will be told if you are correct or incorrect. The computer will now display the correct time message. In the event of you selecting the wrong word you can delete it by selecting DELETE.

MOVE THE HANDS

The computer will ask you to set the hands at a certain time. Be careful to remember the time it has said, then move the hands as you did when setting the real time. Select END when you have set the clock hands to the required time. The computer will now tell you if you are correct or incorrect, and display the true setting of the hands.

HAVE YOU WRITTEN A GOOD GAME?
IF THE ANSWER IS YES, AND YOU WOULD LIKE
PLAYERS TO EVALUATE IT FOR PUBLISHING



THEN WRITE TO:
THE EVALUATION MANAGER
PLAYERS SOFTWARE
MERCURY HOUSE
CALLEVA PARK INDUSTRIAL ESTATE
ALDERMASTON BERKS